



Others write  
software...  
We create Worlds



1989  
PRODUCT  
CATALOG





# Ultima® V: Warriors of Destiny

Continuing the award-winning Ultima saga — six man-years in the making!

From Richard "Lord British" Garriott comes the latest in the fantastic Ultima epic. **Ultima V: Warriors of Destiny** chronicles the ultimate mission of the Avatar — one who has become the supreme embodiment of all virtue, and features all-new magic and combat systems, dozens of multi-level towns and castles to explore, and an incredible wealth of graphic detail and realism.

Lord British, benevolent sovereign of Britannia, has been lost on an expedition to explore the newly-discovered Underworld. The once-loyal Blackthorn has assumed the throne and imposed martial law to keep the peace. But he is soon seduced by power and becomes a tyrannical dictator, aided by shadowy lords of evil from another age. Only you, the Avatar of Legend, can save the True King and end Blackthorn's reign of terror!

Enter a world of magnificent castles, forbidding keeps and exotic cities. Discover astonishing dimensions of realism — murmuring waterfalls and lighthouses that cut swathes of light through the night.

**Ultima V's** all-new combat and magic system is a real gaming breakthrough. Animated special effects include flying axes, arrows and rushing winds of flame. Weapons may fire at any target within their range. You can clone fighters, conjure demons — even cast spells that compel your opponents to fight for you!

- Over 200 hours of captivating game-play.
- Over 30 multi-level towns and castles to explore.
- Hundreds of interactive characters.
- Apple and C128 versions feature a full-length musical soundtrack.
- "Paths of Destiny," the **Ultima V** clue book, available separately. 70 pages.



"To me, Ultima isn't just a collection of quests to solve, but an entire world in its own right, with new people, places and experiences around every corner...I try to create a detailed, living environment where the game's story seems natural and involving, never artificially contrived or out of place."

RICHARD GARRIOTT,  
Author of the Ultima Series, Austin, TX

Above: Ultima heroes Iolo and Gilbert, friends of Lord British.







## Ultima® IV: Quest of the Avatar

### The beginning of the Avatar's epic tale...

The diabolic Triad of Evil has been vanquished — but now a subtler evil has emerged. The world of Britannia is torn with strife, and the people have lost focus and direction in their lives. To lead them in the correct direction — to save their very souls — you must face the agonizing trials and struggles of becoming an Avatar, the very embodiment of virtue.

**Quest of the Avatar** was honored as the top-rated adventure game in history by *Computer Gaming World*. *A+* magazine says "Ultima IV has more play-value for its money than any other game..." *ANALOG Computing* writes "Ultima IV offers adventure value that's out of this world."

- 16 times larger than previous Ultimas.
- Over 30 distinctive magical spells to call upon.
- Full-length musical soundtrack. (Apple, Amiga and ST versions)
- "The Way of the Avatar," the **Ultima IV** clue book available separately. 40 pages.

## Ultima® I & Ultima® III

### The origins of the award-winning Ultima saga!

**Ultima I** — Battle the evil wizard Mondain while embarking upon quests covering four continents and the far reaches of outer space!

- Completely revised and updated version with greatly improved graphics and speed.
- The ideal introduction to fantasy role-playing — games may be completed in 50 hours or less.

**Exodus: Ultima III** — A hideous new evil tempts you back through the inter-dimensional door — where you must face the challenge of defeating Exodus, the diabolic spawn of Minax and Mondain. To triumph, you'll need to master new navigational strategies and the intricacies of ship-to-ship combat!

- Choose from 16 weapons, 8 types of armor and 32 magical spells.
- Complete musical soundtrack. (Apple, Amiga and ST versions)
- "Secrets of Sosaria," the **Ultima III** clue book, available separately. 48 pages.



## Ordering made easy...

For fastest delivery, credit card holders may call 800-999-4939, Monday through Friday from 8:00 AM to 5:00 PM Eastern Standard Time. A customer service representative will be pleased to take your order. Or, simply fill out the attached order form, indicating your preferred form of payment.

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We stand by our products. If, for any reason, you are not completely satisfied with any program purchased from this catalog, return the product within 10 days with a copy of your invoice and the complete package contents. We will promptly exchange the program or refund the full purchase price.

### Questions about compatibility?

Most ORIGIN programs are designed to run on the following computers, with the hardware specifications indicated\*. We cannot assure compatibility with disk drives manufactured by companies other than the original computer makers.

	MS-DOS	Apple II	Commodore	Macintosh	Amiga	Atari	Atari ST
COMPUTER	IBM-PC Tandy 100% compatibles	Apple II+ Apple IIe Apple IIc Apple IIgs	C64 C128	512E Plus SE Macintosh II †	512K 1024K	400 800 XL, XE	520ST 1040ST
MONITOR	CGA Hercules EGA Tandy 16-color	any Apple compatible monitor	any Commodore compatible monitor	any Macintosh compatible monitor †	N/A	N/A	N/A
MEMORY	256K memory required	64K memory required	64K memory required	512K memory required	512K memory required	64K memory required	512K memory required

† AUTODUEL provides full-color support on the Macintosh II; color upgrade available for Moeblus

\* Ultima III Macintosh and IBM require 128K memory  
\* Ogre Amiga requires 256K; Ogre IBM requires 128K memory  
\* AUTODUEL Atari requires 64K memory

If your computer isn't listed here or you have any questions, call our Customer Service Department at (603) 644-3360, Monday through Friday from 8:00 a.m. to 5:00 p.m. Eastern Standard Time. We'll be happy to help.



# ORDER FORM



## In The Beginning...

ORIGIN was founded in 1983 by a team of four: Robert and Richard Garriott, Charles Beuche, and ex-NASA astronaut Owen Garriott.

Richard (a.k.a. Lord British) released his first fantasy game, Akalabeth, in 1979 after encouragement from the owner of the computer store he worked in. Total sales reached 25,000 copies — unheard of at that time. This success motivated Richard to create Ultima I, which quickly topped the best selling charts. A year later, Ultima II sold over 100,000 copies.

A need for greater creative control led to the founding of ORIGIN prior to the release of Ultima III. Since then, the Ultima series has become the epitome of fantasy role-playing entertainment software.

Utilizing the most talented and creative game designers, artists and musicians available, ORIGIN has established a reputation for top-quality, first class entertainment, and a commitment to excellence. ORIGIN computer games now encompass an ever-expanding succession of top selling fantasy role-playing adventures, science fiction thrillers, action arcade games, and strategy simulations.



**Others write software  
...we create worlds.**



## Times of Lore™

**Get the best of both worlds! Arcade adventure at its finest...**

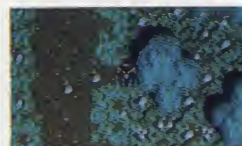
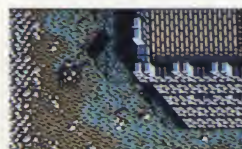
Authored by acclaimed British game designer Chris Roberts, *Times of Lore* is a masterful fusion of the two most popular computer game categories today: Fantasy Role-Playing and Action/Arcade. Featuring an easy-to-use menu and icon interface, *Times of Lore* is completely joystick driven, and offers fast and furious arcade excitement. Relentless opponents will hone your combat skills to a razor's edge, while incredibly smooth animation presents a continuous panorama of action and adventure!



### Fantasy role-playing at its best!

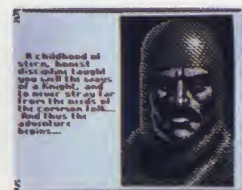
The ancient land of Albareth is in turmoil since the king and his young child disappeared 20 years ago, leaving various rival lords to battle for control. Outlaws control the roads, and even the cities are unsafe. You, as hero-for-hire, face unending challenges and combat in a world teeming with evil assassins, mystical wizards and fearsome creatures — learning much of the distinctions between appearance and reality while completing your quests. Explore the towns and villages of Albareth — over 45 different buildings in all. Meet over 60 unique and memorable individuals, and discover a new level of realism and gaming experience!

Incorporating the latest game design trends in Europe, ORIGIN engaged the talents of Martin Galway, England's premier computer-game music composer, for the production of *Times of Lore*'s stirring musical soundtrack. Renowned fantasy illustrator Denis Loubet created all of the superb on-screen graphics.



*Journey through an immense world of cities, dungeons and a stunning variety of natural terrain.*

*The Knight, one of three character classes.*



*Converse through simple commands and menus.*





## Moebius™

**Authentic martial arts in an exciting role-playing adventure!**

The exotic land of Khantum is plagued by earthquakes, typhoons, mystical beasts and ruthless assassins. To restore harmony and stave off ultimate disaster, you must recover the stolen Orb of Celestial Harmony from the renegade Kaimen and his evil sect. *Commodore* magazine says "...prepare to be totally absorbed in **Moebius**."

- Superb 3-Dimensional martial arts combat simulator.
- Exquisite terrain and scenery graphics
- Over 50 hours of play for every game — and each game is different!



## Ogre® & Autoduel®

**Ogre — the awesome supertank of the future!**

In the 21st century, footsoldiers battle with tactical nuclear weapons. But the most feared weapon of all is the cybernetic **Ogre**. Reviewer Neil Shapiro says "**Ogre** is the most awe-inspiring example I have yet seen of artificial intelligence... my personal vote for game of the year."

**Autoduel — Your car is a deadly weapon on the highways of tomorrow...**

On the roads of the 21st century, firepower is as important as horsepower. Design and create a custom-built combat vehicle with your choice of weapons, armor and power to drive the outlaw-infested freeways of the future on the ultimate mission.

- Realistic car-to-car combat on freeways and in arenas.
- 16 cities to explore, each one packed with action!
- Adapted from the award-winning Car Wars® board game from Steve Jackson Games.

## 2400 A.D.™

**Science fiction role-playing adventure set in a desperate future!**

As a new arrival on the planet XK-120, you are chosen by the beleaguered underground resistance to lead the revolution against sinister robot oppressors and restore freedom to the city of Metropolis. Battle relentless robot foes armed with the latest in high-tech weapons, and explore the multiple levels in the city of tomorrow as you seek to disable the robot's Central Control. Non-stop action and intrigue brings you danger and excitement in the world of the 25th century!

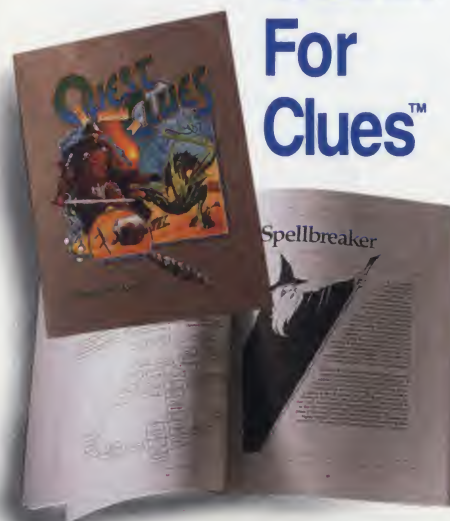
- Over 100 human inhabitants to aid you on your mission with supplies or vital information.
- Battle 16 distinct types of animated robot opponents, using weapons such as phasers, blasters, time bombs and holoprojectors.
- Manuever through the city using Beam



Transporters, Slide Walks or Air Jet Subways — even a personal nuclear jetpack!

- *Enhanced for IBM/Tandy and compatibles!* Improved graphics and extra game-play features, including additional new characters, more sophisticated conversations, hard drive compatibility, and multiple game saves.

## Quest For Clues™



**Hints, tips and solutions to 50 of the most popular computer games today!**

**Quest for Clues** is a complete compendium of solutions that you'll find nowhere else! Over 80 detailed maps are included to help you find your way. And don't worry — all major clues are written in code so as not to allow inadvertent reading of a solution you may not yet want!

Recommended by A+ magazine. *AmigaWorld* says **Quest for Clues** "...might just save your sanity."





## Posters

Liven up your walls with these vivid full-color posters of **Ultima V** and **2400 A.D.** Unframed; dimensions are 23 1/4" x 16 1/2".

\$4.95 each



## T-Shirts

**Ultima V: Warriors of Destiny**—four-color, two sides. 100% cotton, heavy duty. Available in (S)mall, (M)edium, (L)arge and (X)traLarge

\$8.95 each



Coming: Spring '89

## SPACE ROGUE™

Science fiction role-playing excitement in the distant reaches of space and time, featuring magnificent 3-D real-time space flight graphics!



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